

# RollPlay



**GM NOTEBOOK**  
**ISSUE TWENTYSIX**

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# 1

## **Hello Patrons!**

Thanks for your patience with this issue, everyone - things have been particularly spicy in the faction turn for Far Verona, making my workload higher than usual. That said, here we are, Issue 26! This issue is devoted almost entirely to the Warhammer Fantasy Rollplay adventure that we prepped as the first in a series of one-shots we'll be running. I'll see what I can do about getting you some of the details for future one-shot prep as it comes along, but for now, I hope you enjoy the weird depths of cultist depravity I set up for Dodger, Sam, Pokket and Bikeman. Let me know if you use the prep for your own games and how it went!

Thank you so much for your support, and welcome to Issue 26 of the GM's Notebook.

*Adam Koebel*  
*RollPlay GM*



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# 3.

## Warhammer Fantasy RollPlay: GM NOTES



### The Premise

The local lord of a smallish town has invited all of his family, some knights and merchant lords to his house to celebrate the coming of age of his son. Of course, the lord, his wife, their family are all extremely corrupt cultists of Slaanesh and it's gonna get weird.

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### The Tone

Unsettling, debauchery, dark sights glimpsed through open doors, pleasures of the flesh, corruption from within.

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### The Hooks

The Witch Hunter - suspects the truth about the family

**"The von Torrenz family home holds a dark secret, and you're here to root it out. Find and root out the stink of evil in this place."**

The Outlaw - here to rob the place of some massive treasure

**"Long have the von Torrenz family hoarded gold and treasure, and this party is the best chance you've got to finally steal some of it."**

The Beggar - snuck in looking for handouts

**"The von Torrenz family were key members in the conspiracy to undermine and destroy your home. This coming of age party will be a good excuse for you to slip in and find some way to pay them back."**

The Bounty Hunter - here hunting the Outlaw

**"The brigand Beatrix Bloodcake is somewhere among the crowd of this party, and while you've never seen her face, your informants are good. Now to find the wench and claim your prize."**

## Dramatis Personae

### The Lord of the House

- Graf Gustav von Torrenz

### The Young Son

- Master Karl-Theodor von Torrenz

### The Lady of the House

- The Lady Lydia von Torrenz

### The Dead Heir

- The Lady Synthesia von Torrenz

### The Valet

- Horst

### The Ladies in Waiting

- Creepy servants to the Lady of the House, interchangeable and many, the multi-armed beast that is everything

### The Corrupt Priest

- Father Otto
- Makes everyone call him father except children and young women who he makes call him “Papa Otto”

### The Esteemed Guest from Out of Town

- A rich pompous merchant of Marienburg
- Baroness Ophelia de Vries

### The Merchant’s Husband

- Jan de Vries

### Their Lover

- A Fallen Brettonian Knight
- Named Sir Florian

### The Local Burgher

- Mayor Klaus Helmut

### The One Person Who Knows the Truth

- Herr Doktor Wiktor Schwartzbaum

### The Help

### The Mysterious Elf

- Lin’tanmar of the Woodland Realm
- A stranger, who seems to be everywhere and nowhere all at once

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## Locations

- The Kitchen
- The Master Bedroom
- The Lady Synthesia’s Chambers
- The Garden
- The Feasting Hall
- The Library

- The Sitting Room
- The Kennels
- The Servants’ Quarters
- The Cellar / Ancient Elven Burial Ground
- The Family Chapel / Crypt
- The Guest Wing
- The Overlook

## Inspirations

- Coen Brothers movies / Fiasco
- Hateful Eight
- CLUE
- Eyes Wide Shut

- From Dusk ‘til Dawn
- David Lynch
- Darkest Dungeon
- Crimson Peak
- The Shining

# The Flow

Four Acts, Four Hours with an Intermission after Hour Two

## Act One:

Introductions, Rising Action

## Act Three:

Chaos and Action  
Flee the House!

## Act Two:

The Reveal

## Act Four:

Finale

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## Introduction

The House of the Family von Torrenz has stood on its mountain peak overlooking the meagre village below for as long as anyone can remember. An endless march of villagers have served the von Torrenz, toiling in the shadow of their estate. Once in a generation, the doors to the von Torrenz home are opened, to celebrate the coming of age of its heir. On this night, you come to this ancient house to join the von Torrenz family in celebration, one of many guests arriving by nervous horse drawn carriage as the moon rises in the sky. Before the day is done, the von Torrenz heir will become a man. But the day is long, yet, and you've all got your reasons for being here...

We open on a shot of the von Torrenz estate, a massive and elder manor house up a long and dangerous road from the village below. It clings to the stone like an old bat, grey and foreboding. Lights dance in sooty windows as the valet, a gorilla of a man, opens the door to the carriage of yet another noble guest.

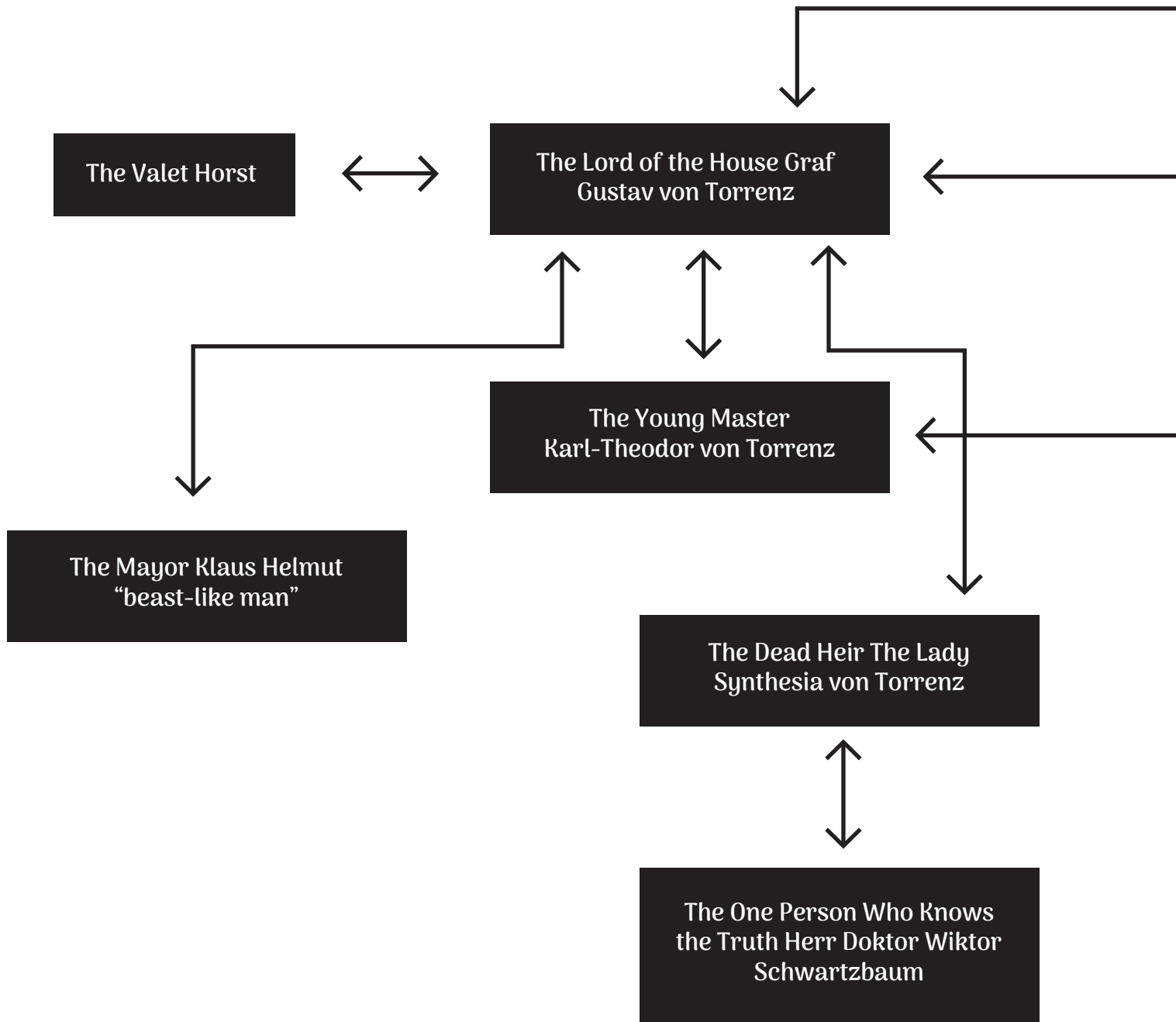
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**WHO AMONG YOU DO WE SEE ARRIVING, TELL US ABOUT THAT**

**ONE OF YOU HAS BEEN HERE FOR SEVERAL HOURS, WHERE ARE YOU**

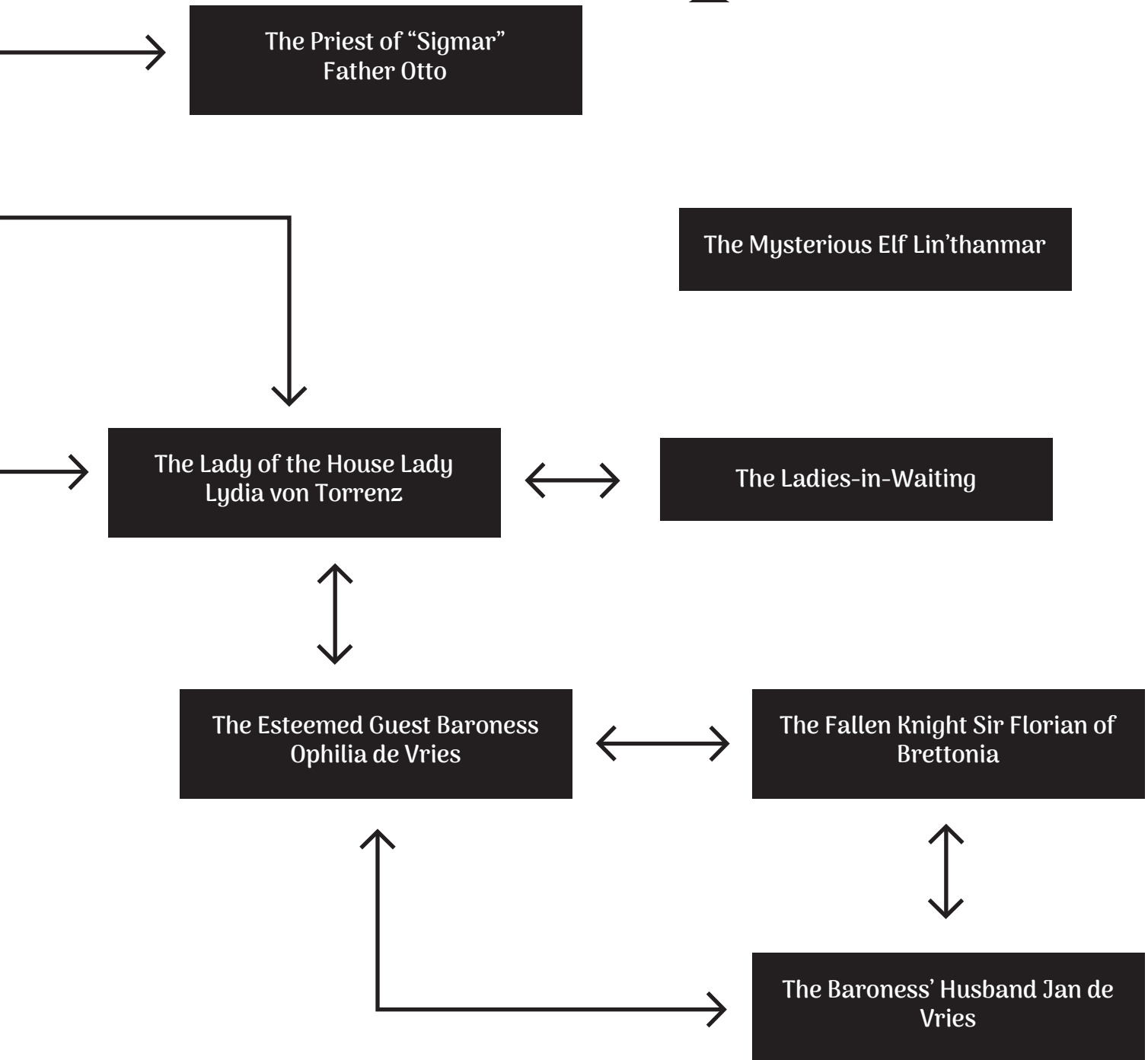
**SOMEONE IS IN CONVERSATION WITH ANOTHER GUEST IN THE  
PARLOR, WHO IS IT AND WHAT DO WE SEE**

# 4.



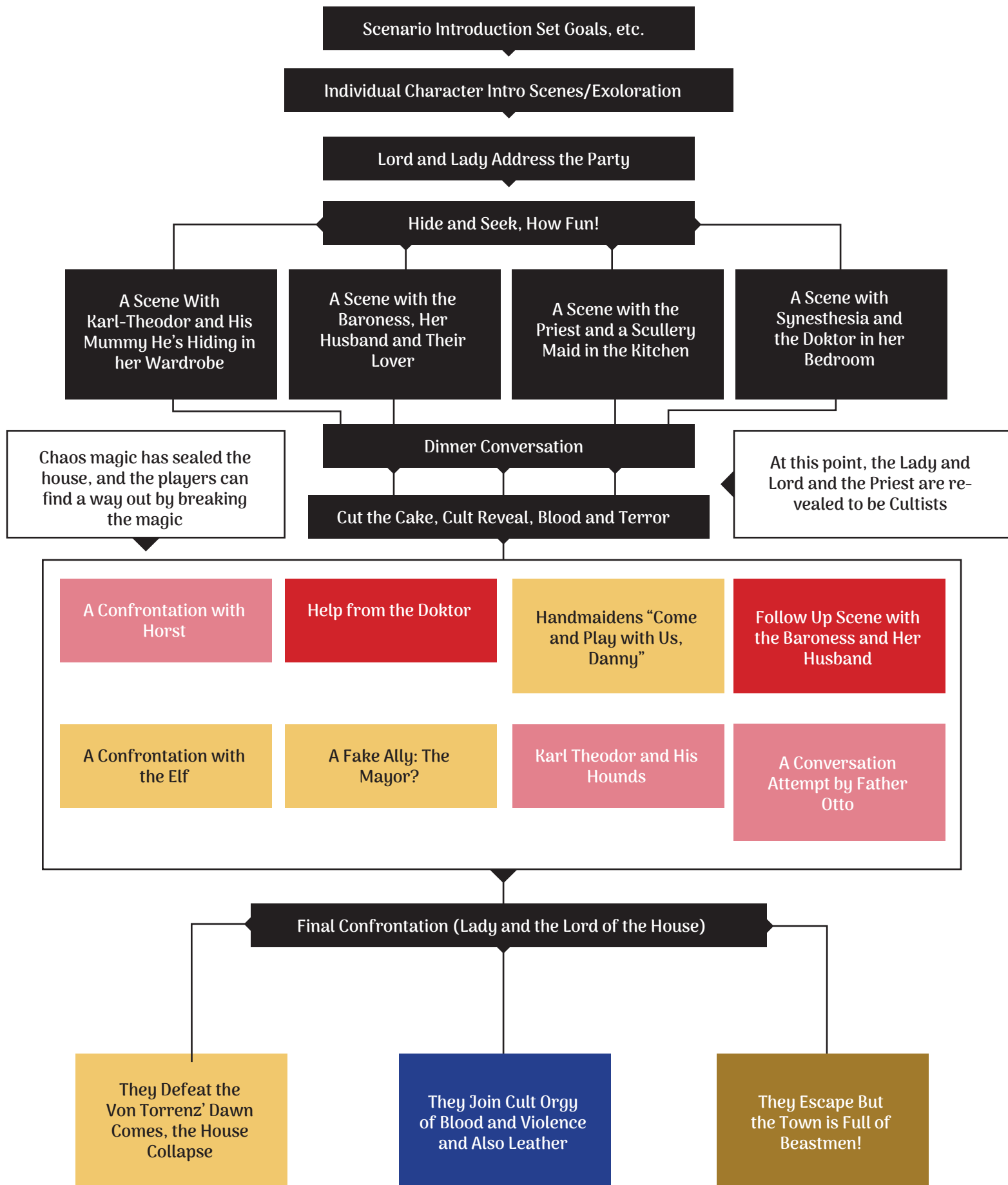


# Warhammer Fantasy RollPlay: Relationship Map



# 5.

## **Warhammer Fantasy RollPlay: Flow Diagram**



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## Court of Swords: Cult Leaders

At the center of this season's action is a strange cult of masked figures who operate out of the largest of the Court of Coins' forests. A clan of secret operatives numbering in the hundreds, the Cult seems to be girding for war, its disciples preparing for some significant conflict to come.

While we'll reveal the nature of this organization and their fortress-home through play, I wanted to outline a few figures that we'll come to know - the "Family" of four who lead the Cult to which the PCs destiny has been shackled.



### The King

#### FORGOTTEN RESPITE FROM TOIL AND SUFFERING

The co-leader of the Cult as it stands, Forgotten Respite is a powerful and ancient figure. Rumor has it that he is well over a thousand years old, every year of his life one of struggle and turmoil. He uses the Cult's magic to extend his unnatural life span and stave off Death, and it's said he controls a network of assets throughout the known world. Perhaps this is why he was able to orchestrate Parvat and Yoji's operations in the Court of Swords. A spider in a very large web, indeed.

### The Queen

#### GLORY THROUGH BLOODSHED

Whether Glory is a Mara made flesh, some kind of half-demon or some unique creature

the world has not seen the likes of otherwise, while Forgotten Respite rules the larger Cult, Glory is the head of the operations here in the forest. She oversees the deployment of groups of masked warriors on a strange obsessive quest for ancient relics. Does this blue-skinned woman know the truth about the giants who buried Cthabaar and created the Bell? What will she do with Kalimat now that she's bent him to her will?

## The Page

### SPITTING IN THE EYE OF HEAVEN

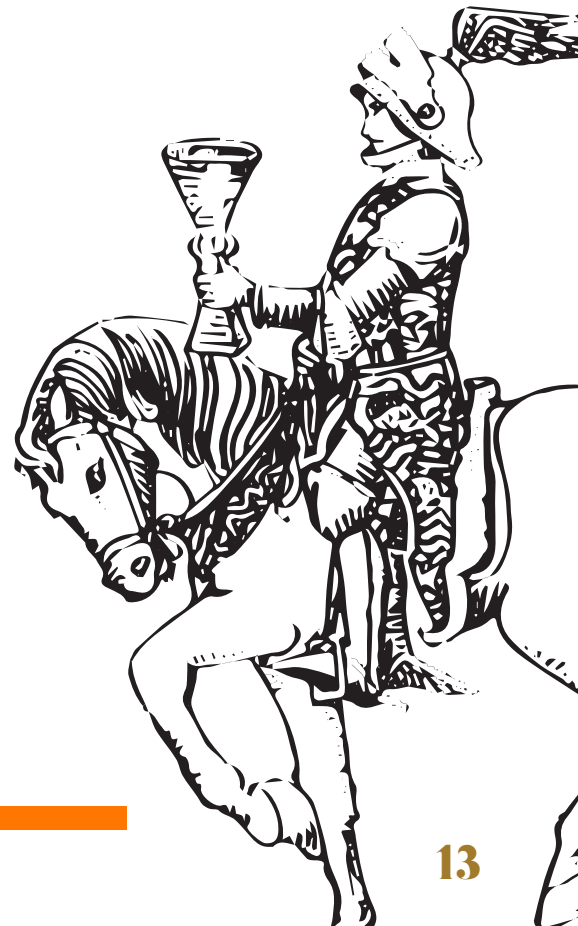
The image of a child saint, clad in the robes of a monk, glowing with a golden halo, the Page of the Cult seems out of place in this shadowy temple. Eye of Heaven is a quiet, unassuming creature whose origins are clearly divine - are they a god or a saint of some forgotten religion? Only the others of the Family may know their truth. Eye of Heaven is known to

be a skilled martial artist, but above all else is known for their visions - apoplectic fits accompanied by odd prophecy that has, more than once, led the Cult to victory.

## The Knight

### SCARLET MISERIES' ADMONISHMENT

The Knight of the Cult is its iron fist, when the servants of Glory fail to do their job in the shadows, or the armed branch of the Cult needs to make a clear statement in the blood of their enemies, Scarlet Miseries is the one they call on. A human warrior like the King, he is said to be the tenfold reincarnation of impalers and tormentors. Suffice to say, outside the family he has few allies - a faithful but vicious hound.





Shizuka Neoko, Takahashi's assistant  
Takahashi Kenji, heir and controller of Fujihara Technical Concern  
Nakamoto Akiko, Shiawase exec trying to oust Takahashi

- Once it's known that the runners work for Takahashi, the "cleaners" are sent for and the PCs get attacked by / intimidated by the Watada Renzo gunii.

~~King Fung wo mte mashte~~ (magical sim transform)

follow Nakamoto, follow bQn bQn

~~SM3~~ ~~SS3~~ x 2  
SM3 SS3  
SM3 SM 3280 x 3

Gang of hacker Kiddies tryna jack Nakamoto.

~~⊗~~ ~~⊗~~ ~~⊗~~  
X X X

Swan Song Ep 23

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Vince Pollard wants to offer the crew 200,000 to rescue Nika Starlight, and film it as a "pilot" for the show.

[TN 8]

↳ she's in a secure facility on Strophios

Strophios is on lockdown.

\* Add in stuff where the PCs talk directly to the camera during this mission \*

On Cabral:

- Le Phantome wants to speak to the crew, see what they're about
- enemies of the Order attack
- the General offers some advice to Prosper (Pi is dangerous)

\* cost of cherts

issuance of the duel allows up to 1 year to prepare

↳ Titan calling, sets terms for things (as per the previous page)

\* Madari influence spreading.

tiger in position =

James' "stuff" is a stolen supply of drive fuel waste, weapons-grade, bound for Vineya, for an auction.

(25,000) x 4 hexes (25K kilograms)

~~10,000~~  
~~55,000~~  
6/3 = 2 days

Madari think the crew fucked them, because McClary was 2 blank.

Assault by Madari clansmen.

The ship is cold, dark, and foreboding. Pi has no idea what's happening.

# Mirrorshades Episode 14 & Swang Song Episode 23

## *(magical girl transform)*

I'm not sure who was supposed to get a magical girl transformation sequence but now that I think about it I have to imagine it was Crusher. How beautiful that would have been.

## **Swan Song Ep. 23**

Vince Pollard, huge goofball and obvious Hunter S. Thompson "homage" was a really fun character to play because I think he managed to outdo the party on the chaotic neutral behaviour front. All it took was a lot of space drugs. This bit was an interesting plotline that didn't end up going anywhere that basically consisted of a Higgins classic plan - make a little money on the side by live-streaming the crimes the crew committed while they were committing them. Which, really good and solid plan, of course. If the rest of the players had gone with it, I had intended to create a series of Inspectres-style vignettes where the PCs could break the fourth wall and talk directly to chat. Even though it didn't play out, I think an Inspectres one-shot would be hilarious with the right cast...

## **Cabral**

I always loved the idea of Cabral as a place and the stuff that went on around it. It was a shame we never really got to see much of it beyond cutscenes but in a lot of ways the fan interaction between folks creating content for the planet and me using it in the show did lay the groundwork for some of the Far Verona stuff we're doing now. A fun test drive. I'm a huge sucker for omniscient AI, too - so obviously this was fun to play with, for me.

## **Weapons Grade Drive Fuel Waste**

I had always sort of hoped the PCs would get ahold of a weapon of mass destruction - a nuke or something similar. It's always fun seeing them get what they want. Unless it's a grav tank.

